Figure 1a

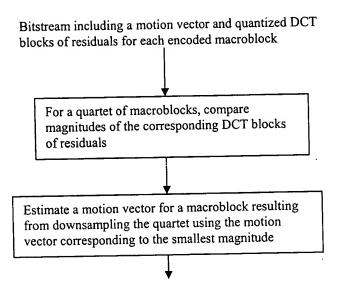


Figure 1b

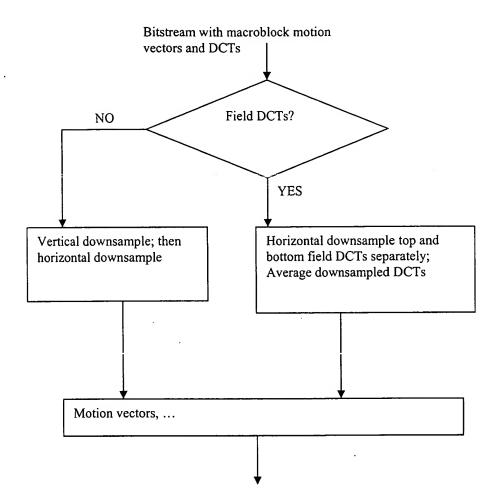


Figure 1c

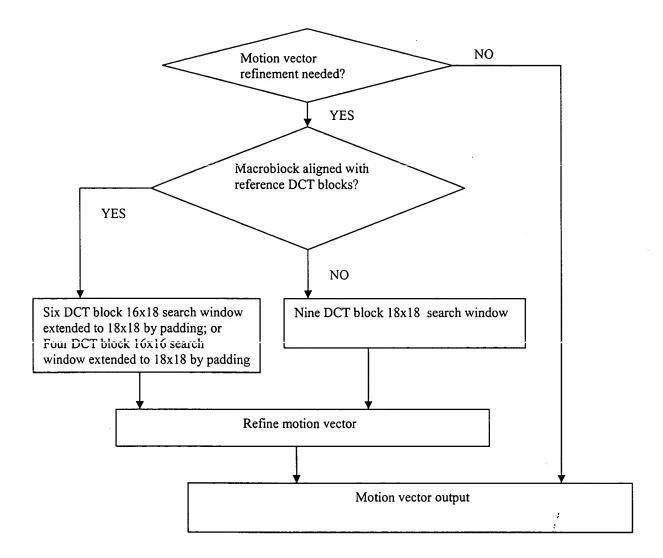


Figure 1d

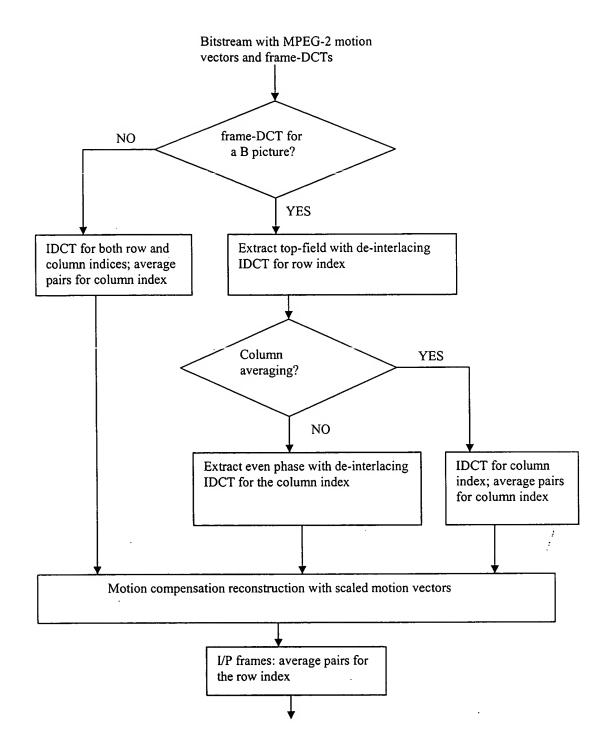
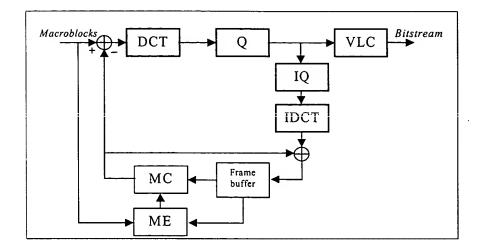


Figure 2a (prior art)



Block diagram of DCT-based video encoding. Q – Quantization, IQ- Inverse Quantization, IDCT- Inverse DCT, ME- Motion Estimation, MC- Motion Compensation, VLC – Variable Length Coding

Figure 2b (prior art)

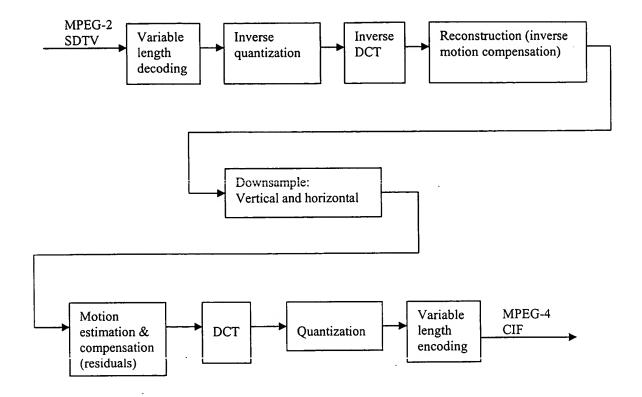


Figure 3a

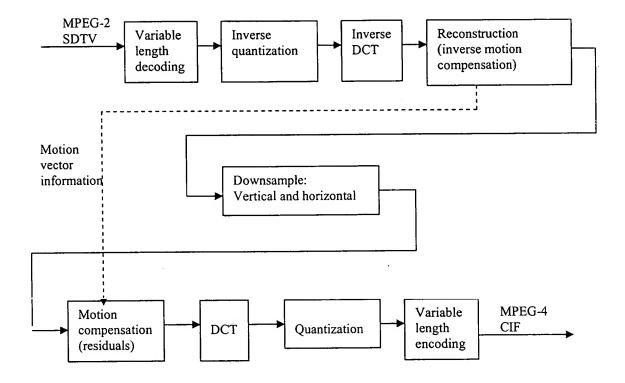


Figure 3b

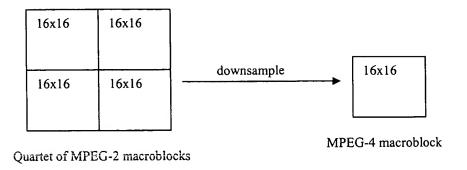
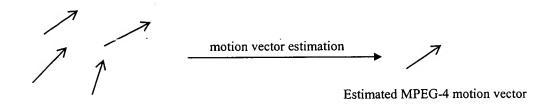


Figure 3c



Quartet of MPEG-2 motion vectors

Figure 3d

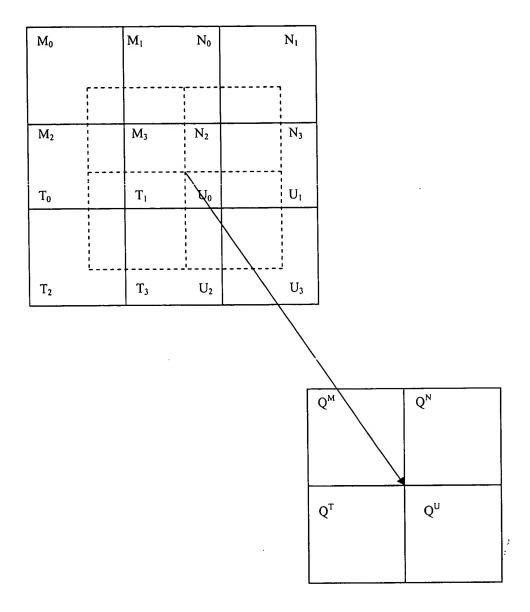


Figure 4a

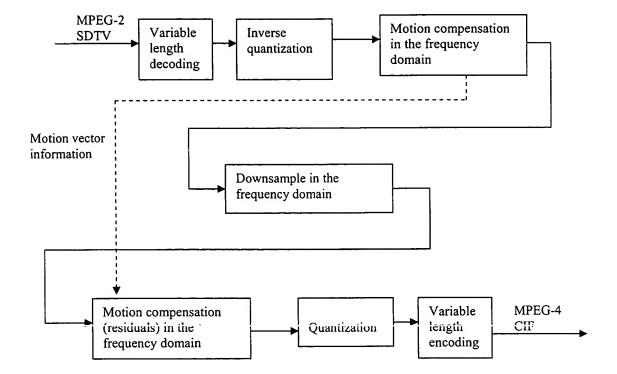
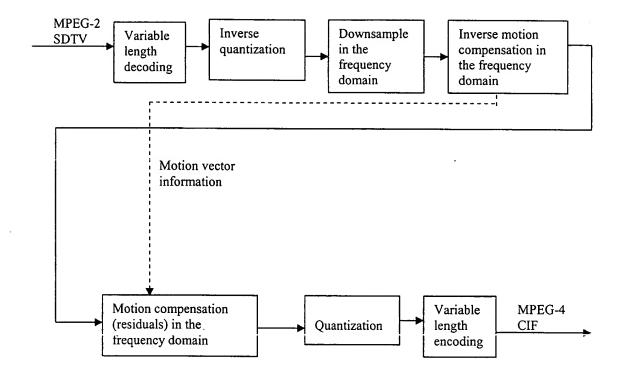


Figure 4b



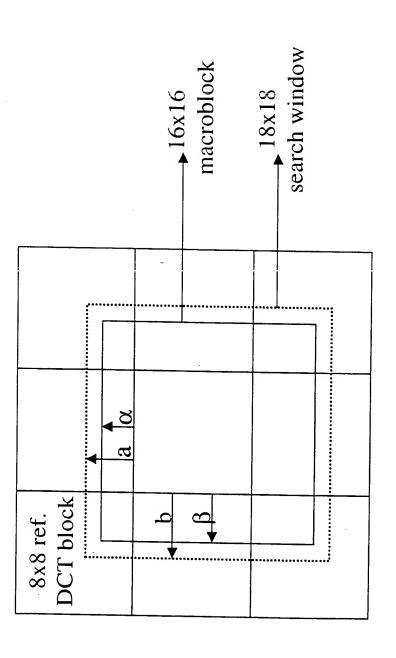
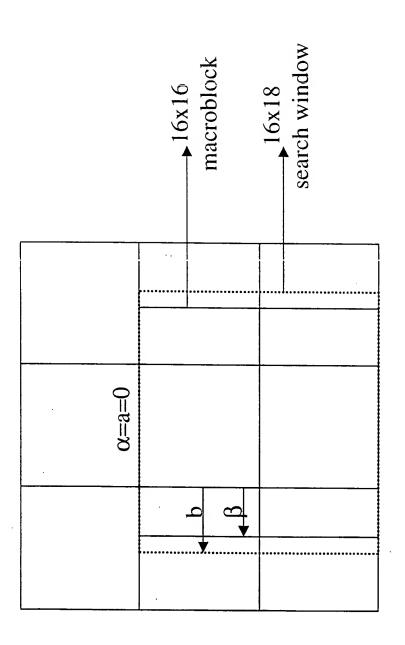


Fig. 5a. Search window for $\alpha > 0$, $\beta > 0$



 F_{ig} , 5/3 Search window for $\alpha = 0$, $\beta > 0$

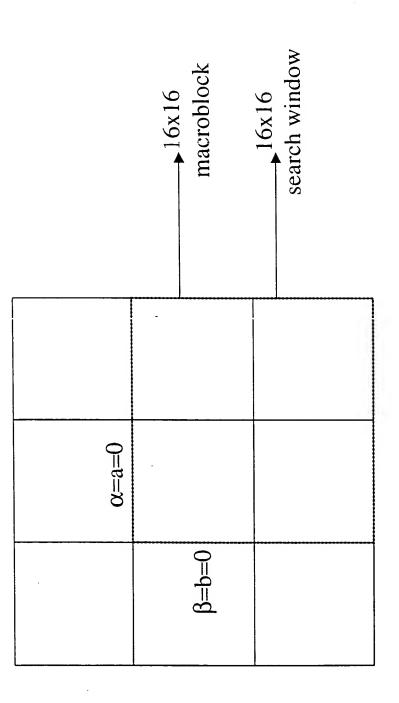


Fig. 5e Search window for $\alpha = \beta = 0$

Figure 6

